

Teenage Mutant Ninja Turtles (arcade game)

Teenage Mutant Ninja Turtles is a side-scrolling beat-'em-up released by Konami as a coin-operated video game in 1989.^[1] It is based on the first *Teenage Mutant Ninja Turtles* animated series which began airing in the winter of 1987. Home versions of the game were released for various platforms.^[2]

Contents

Gameplay

Releases

- Arcade
- Nintendo Entertainment System
- Home computers
- Xbox Live Arcade
- Teenage Mutant Ninja Turtles 2: Battle Nexus*

Reception

References

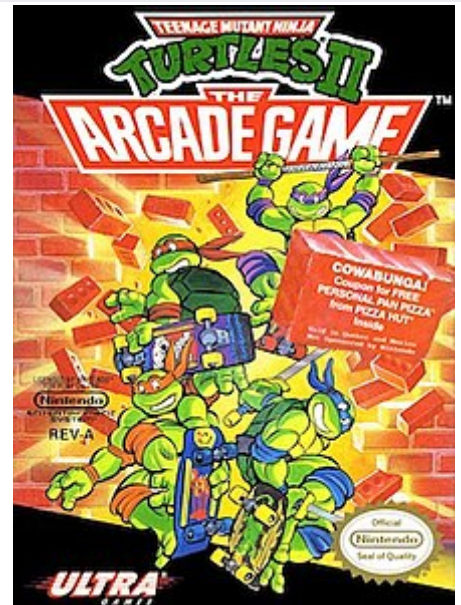
External links

Gameplay

The player chooses from one of the four Ninja Turtles: Leonardo, Michelangelo, Donatello, and Raphael. Depending on the version of the game, the characters are either, chosen at the start of the game or assigned by control panel. After Shredder kidnaps the Turtles' friend April O'Neil and their mentor Splinter, they must give chase, save their comrades, and defeat the evil Shredder. Up to four players (two in some versions) can take control of any of the Turtles. Donatello has slower attacks but a longer range, Michelangelo and Raphael have faster attacks but a shorter range, and Leonardo is a well-rounded Turtle with average range and speed.

The eight-way joystick controls the movements of the Turtle, the jump button makes them jump and the attack button makes them hit in front of them using their weapon. In addition to this, some combinations are possible. The Turtles can throw Foot soldiers overhead, and by pressing the jump and attack buttons, a special attack is performed. Raphael rolls along the ground and finishes with a kick, while the other Turtles do a sweeping jump attack with their weapons. Turtles can also spring off the wall in certain areas. Enemies can be defeated more quickly by slamming them into walls or solid objects. Many objects such as traffic cones, parking meters, fire hydrants and exploding oil drums can be hit or damaged with attacks in order to help defeat nearby enemies. In the *attract mode*, the game showed the first part of the cartoon opening, along with a portion of the Teenage Mutant Ninja Turtles theme song.

Teenage Mutant Ninja Turtles



Cover artwork of the NES version, which was retitled *Teenage Mutant Ninja Turtles II: The Arcade Game* .

Developer(s)	Konami
Publisher(s)	Konami, Image Works, Ultra Games, Ubisoft
Composer(s)	Mutsuhiko Izumi (Arcade) Miki Higashino (Arcade) Kozo Nakamura (Arcade, NES) Yasuhiko Manno (NES)
Series	<i>Teenage Mutant Ninja Turtles</i>
Platform(s)	Arcade
Release	1989
Genre(s)	Beat 'em up
Mode(s)	Single-player Up to four players, simultaneous
Cabinet	Upright
Display	Horizontal, raster, standard resolution

Most of the enemies the Turtles face are the Foot Soldiers, all color-coded to indicate their attack patterns and weapon of choices. Some enemies, such as the standard purple-clad Foot Soldiers and Roadkill Rodney robots, have the ability to restrain the Turtles' mobility and drain their health, leaving the player open to attack for other enemies. The bosses in the game include Rocksteady and Bebop (individually at first in that order, and later the two of them together), Baxter Stockman, Granitor, General Traag, Krang, and Shredder himself.

Releases

Arcade

The arcade game was distributed as *Teenage Mutant Ninja Turtles* in North America and Oceania, *Teenage Mutant Hero Turtles* in Europe and *Teenage Mutant Ninja Turtles: Super Kame Ninja* (ティーンエイジ・ミュータント・ニンジャ・タートルズ ～スーパー亀忍者～ *Tineiji Myūtanto Ninja Tātoruzu: Sūpā Kame Ninja*) in Japan. The game was released primarily as a dedicated four-player cabinet in all regions except Japan, where it was sold only as a 2-player conversion kit. 2-player conversion kits of the game were also released in other regions, serving as less expensive alternatives to 4-player cabinets.



A printed circuit board of the game.

Nintendo Entertainment System

This game was ported to the NES in 1990 under the title *Teenage Mutant Ninja Turtles II: The Arcade Game*.^[3] The Japanese Famicom version was simply titled "T. M. N. T. Mutant Ninja Turtles" (T.M.N.T. ミュータント ニンジャ タートルズ).^[4]

This version includes two new levels (the first part of Scene 3 and all of Scene 6), which feature new enemy characters, including two new bosses: Tora (a dog-like "blizzard beast") and Shogun (a robotic samurai), both characters created for the game. Most of the original stages from the arcade version were extended as well and the second half of Scene 3, the parking garage stage, replaces the arcade version's end battle with Bebop and Rocksteady with a battle against the mutated fly form of Baxter Stockman. The NES version of the game was once slated for release on the Wii Virtual Console, but was quietly canceled. The NES port also appeared in Nintendo's PlayChoice-10 arcade system.



The Snowfield level added to the NES port.

The NES version featured notable product placement advertising: Pizza Hut logos. The rear cover of the instruction manual provided a coupon for one free PersonalPan pizza at the restaurant, with an expiration date of December 31, 1991.^[5]

Home computers

The computer ports of the arcade game were released by Image Works and ported by Probe Software in 1991 for the ZX Spectrum, Amiga, Amstrad CPC, Atari ST, PC and Commodore 64. The title was changed to *Teenage Mutant Hero Turtles: The Coin Op* in the European versions.

Xbox Live Arcade

An Xbox Live Arcade version of the game was released under the name *TMNT 1989 Classic Arcade* on March 14, 2007, published by Ubisoft and ported by Digital Eclipse.^[6] The game was priced at 400 Microsoft Points.^[6] Like other classic arcade games on the Xbox 360 platform, portions of the original arcade game were emulated with network code and other new features added. Players could earn achievements as well as play 2-4 player co-op (both online and offline).

Teenage Mutant Ninja Turtles 2: Battle Nexus

The arcade version of *Ninja Turtles* is included as a hidden bonus game in *Teenage Mutant Ninja Turtles 2: Battle Nexus* for the PlayStation 2, Xbox, and GameCube. The version featured in the game is a port of the original arcade version, but with altered music and most of the voice clips edited out. The game is unlocked by finding an antique in Stage 9-1; the antique turns out to be the original arcade machine.^[7]

Reception

Japanese gaming magazine *Famitsu* gave the Famicom (NES) version of the game a 26 out of 40 score.^[4]

GamesRadar ranked it the 25th best NES game ever made. The staff attributed the *Ninja Turtles*' continued success to the game and praised its visuals, audio, and combat system.^[8]

Zzap! reported on the game after it appeared at Amusement Trades Exhibition International, calling it a "great coin-op which is best in four player mode."^[9] Time's Jared Newman named to his list of "14 Important Arcade Games Not Available for iPhone or iPad", citing the game's pioneering 4-player simultaneous play.^[10]

Reception

Review score	
Publication	Score
<i>Famitsu</i>	26/40 (NES) ^[4]

References

- http://ca.ign.com/blogs/ledjar/2014/01/13/every-teenage-mutant-ninja-turtle-game-by-konami-1989-2005-review-dubious-gaming
- "Hardcore Gaming 101: Teenage Mutant Ninja Turtles" (http://www.hardcoregaming101.net/tmnt/tmnt3.htm). *www.hardcoregaming101.net* Retrieved 2018-07-24.
- "Retro Game of the Day! Teenage Mutant Ninja Turtles II: The Arcade Game"(https://www.gamasutra.com/blogs/RonAlpert/20100401/87041/Retro_Game_of_the_Day_Teenage_Mutant_Ninja_Turtles_II_The_Arcade_Game.php) Retrieved 2018-07-24.
- "T.M.N.T. ミュータント ニンジャ タートルズ [ファミコン] / ファミ通.com" (https://www.famitsu.com/cominy/?m=pc&a=page_h_title&title_id=18481) *www.famitsu.com*. Retrieved 2018-07-24.
- Beckerman, Marty "A COMPLETE HISTORY OF TMNT PIZZA PRODUCT PLACEMENT"(http://www.mtv.com/new/s/1877849/ninja-turtles-pizza-hut/) *MTV.com*. MTV.com. Retrieved 5 February 2017.
- Sinclair, Brendan (2007-03-06)."Ninja Turtles headed to Live Arcade"(https://www.gamespot.com/articles/ninja-turtles-headed-to-live-arcade/1100-6166850/) *GameSpot*. Retrieved 2018-07-24.
- "Teenage Mutant Ninja Turtles 2: Battle Nexus Cheats"(http://www.gamesradar.com/teenage-mutant-ninja-turtles-2-battle-nexus/cheats/) *www.gamesradar.com*. Retrieved 2018-07-24.
- "Best NES Games of all time"(http://www.gamesradar.com/best-nes-games-all-time/) *GamesRadar*. 2012-04-16. Retrieved 2013-12-05.
- "ATEI Show Report." ZZAP! March 1990. p.9.
- Newman, Jared (February 24, 2012)."14 Important Arcade Games Not Available for iPhone or iPad"(http://techland.time.com/2012/02/24/14-important-arcade-games-not-available-for-iphone-or-ipad/slide/teenage-mutant-ninja-turtles/). Time. Retrieved January 10, 2013.

External links

- Teenage Mutant Ninja Turtles* at the Killer List of Videogames
- Teenage Mutant Ninja Turtles* at MobyGames

Retrieved from 'https://en.wikipedia.org/w/index.php?title=Teenage_Mutant_Ninja_Turtles_(arcade_game)&oldid=872847494

This page was last edited on 9 December 2018, at 16:18UTC).

Text is available under the [Creative Commons Attribution-ShareAlike License](#); additional terms may apply. By using this site, you agree to the [Terms of Use](#) and [Privacy Policy](#). Wikipedia® is a registered trademark of the [Wikimedia Foundation, Inc.](#), a non-profit organization.